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For more information, please see our Cookie Notice and our Privacy Policy. In Skyrim, players become vampires by contracting and failing to treat a disease called Sanguinare Vampiris. They can later transform into a more powerful Vampire Lord. Vampirism in Skyrim comes with both visual and gameplay changes, including new abilities and powers. While being a vampire in Skyrim has its perks, there are drawbacks, such as weaknesses to fire and sunlight and the risk of hostility from NPCs. Becoming a vampire in The Elder Scrolls 5: Skyrim is a bit different from what players might expect. Rather than simply being bitten by a vampire and consequently transforming through supernatural forces, players become one of the undead creatures by contracting and failing to treat a disease. Players can contract Sanguinare Vampiris by taking damage from any vampire or creature. In these early days of transformation, vampirism can be cured like any other disease: by taking any blessing from any god's shrine. But if the Dragonborn isn't cured within three in-game days, they will become a vampire themselves. But don't worry - even once fully turned into a vampire, the Dragonborn can still restore their humanity, even if the process is a little more complicated. Still, being a vampire has its perks, and anyone who didn't rush to the nearest shrine as soon as they contracted Sanguinare Vampiris is likely to be at least a little curious about what vampirism entails. Here's everything to expect when the Dragonborn transforms into a bloodsucking creature of the night in Skyrim. Related The followers of Skyrim are as diverse as the game world itself, offering variety in NPC companionship, but some are the best of the absolute best. What Becoming a Vampire in Skyrim Changes Once players become vampires, Skyrim's gameplay can change significantly. 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Otherwise, players can cast Vampire's Seduction to hypnotize a more wakeful NPC before chowing down. There are four tiers of vampirism in Skyrim. The disease progresses for each in-game day a vampire fails to feed, but drinking blood will reset them to the first stage. Skyrim vampires have to track how long it has been since they last fed, as the longer they go without blood, the more severely the disease will affect them. However, it's not all bad: the different stages of vampirism have a variety of both positive and negative effects. There are many benefits to becoming a vampire in Skyrim. Players gain several new vampiric abilities that boost their stats: Vampire Strength improves unarmed attacks, Champion of the Night increases the efficacy of Illusion spells, and Nightstalker's Footsteps makes sneaking easier. Vampires also get an increased resistance to frost damage, along with three additional spells. Vampiric Drain chips away at the target's HP while healing the caster the equivalent amount, Vampire's Servant reanimates dead bodies as temporary allies, and Vampire's Sight grants night vision. As players go without feeding and progress to higher stages of vampirism, these powers will get stronger and will bring additional spells: Vampire's Seduction, as explained above, and Embrace of Shadows, which makes the player character invisible and improves their night vision for three minutes. Skyrim vampires can also elect to activate the Necromage perk in the skill tree, which further strengthens these effects, significantly buffing gameplay. With the Dawnguard DLC installed, a run-of-the-mill vampire can transform into an incredibly powerful Vampire Lord. Vampire Lords in Skyrim retain most of the mechanics of regular vampires, progressing through the four stages as normal. However, they also gain the ability to assume a much more powerful form once per day. Vampire Lords can fly, cast Blood Magic spells like Mist Form (which makes the Dragonborn invulnerable as they regenerate HP, Stamina, and Magicka), and execute melee combos with their claws. They have access to their own set of Night Powers, and their own branch of the skill tree. Players will need help becoming a Vampire Lord. This can only be done through the course of Dawnguard's main quest, when either Serana or Harkon will offer to complete the transformation. In short, vampirism greatly improves abilities pertaining to Necromancy and sneaking, which can be a great boon for Skyrim character builds reliant on dark magic or sneak attack bonuses. While becoming a Vampire Lord fundamentally changes the gameplay of Skyrim and can be an interesting way to change one's playstyle completely. But it's not all sunshine and rainbows - there's a darker side to vampirism, too. There are also some drawbacks players should be aware of before deciding to build a Skyrim vampire character. With all these buffs come nerfs, such as an increased weakness to fire and, unsurprisingly for vampires in any fantasy setting, a weakness to sunlight. When outside during the daytime, vampire player characters won't regenerate HP, Stamina, or Magicka, and the maximum capacity of those stats will be slightly penalized. Similar to the benefits, the drawbacks to becoming a vampire in Skyrim increase as players progress through the stages of vampirism. Additionally, NPCs will automatically become hostile toward those who have reached the fourth stage of vampirism. This occasionally relegates vampires in Skyrim to traveling at night through uninhabited areas, lest they be accosted by people and the sun alike. However, this drawback is easy enough to mitigate - just make sure a vampire player character feeds before hitting day four, or turn into a Vampire Lord when given the opportunity. 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Sources: Lurchbox Gaming/YouTube, Aura/YouTube Released November 11, 2011 ESRB M For Mature 17+ Due To Blood and Gore, Intense Violence, Sexual Themes, Use of Alcohol Developer(s) Bethesda Game Studios Publisher(s) Bethesda Softworks Engine Creation Engine Cross-Platform Play no In Skyrim, players become vampires by contracting and failing to treat a disease called Sanguinare Vampiris. They can later transform into a more powerful Vampire Lord. Vampirism in Skyrim comes with both visual and gameplay changes, including new abilities and powers. While being a vampire in Skyrim has its perks, there are drawbacks, such as weaknesses to fire and sunlight and the risk of hostility from NPCs. Becoming a vampire in The Elder Scrolls 5: Skyrim is a bit different from what players might expect. Rather than simply being bitten by a vampire and consequently transforming through supernatural forces, players become one of the undead creatures by contracting and failing to treat a disease. 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Sources: Lurchbox Gaming/YouTube, Aura/YouTube Released November 11, 2011 ESRB M For Mature 17+ Due To Blood and Gore, Intense Violence, Sexual Themes, Use of Alcohol Developer(s) Bethesda Game Studios Publisher(s) Bethesda Softworks Engine Creation Engine Cross-Platform Play no Should you become a Skyrim vampire lord? If you have the Dawnguard DLC, players have the chance to become a full-fledged Vampire with all manner of surreal powers and abilities to match their inhuman status. Problem is, that also comes with weaknesses in Skyrim, and finding a cure isn't easily accomplished. We'll explain the pros and cons of being a Skyrim vampire here, including how to become a vampire and how it affects the Dawnguard DLC campaign - not to mention the life of your own personal Dragonborn. Best Skyrim mods | Skyrim hidden quest locations | Skyrim hidden chest locations | Best Skyrim companions | How to get married in Skyrim | Skyrim enchanting guide | Skyrim builds | Best Skyrim quests | Skyrim Anniversary Edition differences | How to fish in Skyrim Anniversary Edition | Skyrim Elysium Skyrim vampire powers and weaknesses(Image credit: Bethesda)Becoming a Vampire gives you a lot of new abilities, but it hampers you in certain ways and is difficult to control. Once you suffer from Vampirism, it has the following effects on your Dragonborn character: You may like Base stat/ability changesWeakness to Sunlight: Health, Magicka and Stamina don't regenerate in sunlight and are penalised depending on your level of Vampirism.Weakness to Fire: Player takes more damage from fire depending on their level of Vampirism.Resist Disease and Poison: The player has total resistance to both Disease and Poison.Nightstalker's Footsteps: Stealth is improved by 25% while sneakingChampion of the Night: Illusion spells are buffed by 25%/Vampiric Strength: Boosts unarmed damage.Resist Frost: Player takes less damage from frost depending on their level of Vampirism.Vampire powers and spellsVampiric Drain: Absorb health from a target. The amount absorbed changes depending on your level of Vampirism.Vampire's Servant: Reanimate a corpse to fight on your side for one minute once per day.Vampire's Sight: Toggle ability to see in the dark.Vampire's Seduction: Calm people and creatures around you for a short amount of time once per day. Requires you to be at the second level of Vampirism.Embrace of Shadows: Become invisible and see in the dark for three minutes (or until you interact with something) once per day. Requires you to be at the fourth level of Vampirism.How to become a Vampire in Skyrim(Image credit: Bethesda)Being turned into a Vampire isn't an immediate thing. Every time you're attacked by any Vampire NPC, there's a minor chance to contract a disease called "Sanguinare Vampiris". If you haven't cured it within three days like any other disease, you become a Vampire and are afflicted with "Vampirism". There are other ways to contract Vampirism, but they're often plot dependent. This is the easiest and most common way. It's also worth mentioning that if you suffer from Lycanthropy, you are immune to Vampirism completely - you cannot be a vampire, full stop.Vampire levels and severity(Image credit: Bethesda)Once you become a Vampire, things get tricky. You have to feed on a humanoid's blood every 24 hours in-game, or you progress up a "level" of Vampirism. There are four levels, and feeding resets you to level one. Here your bonuses are less meaningful, but so are your weaknesses, so sunlight, frost and fire all impact you closer to the standard level.For every day you go without drinking blood, you go up a level. As you can see, this gives you access to a few new powers, but it also greatly increases the amount you're affected by sunlight and fire. Your Vampirism becomes a balancing act to be managed and altered accordingly.If you have the Dawnguard DLC, these bonuses and weaknesses are affected slightly, usually by being reduced down to less extreme levels. Characters at level four Vampirism also automatically trigger hostility from NPCs, but this is removed if you have Dawnguard added.Vampire feeding(Image credit: Bethesda)Vampires can feed on any sleeping humanoid by interacting with them, an act that never actually injures that character (though it will cause anybody watching to panic). You can also feed on anybody affected by your Vampire's Seduction power in an emergency, which placates them enough to feed on them there and then. You can also find Potions of Blood, which each function as one-use feedings.How to become a Vampire Lord(Image credit: Bethesda)A more powerful form of Vampirism is the Vampire Lord, which can be granted to players who pursue the Dawnguard campaign line. In the quest "Bloodline", you'll be given the choice when talking with Harkon to say "I will accept your gift and become a vampire." This makes you a Vampire Lord, an advanced form of vampirism that allows you to transform into a big, grey-skinned monster temporarily. It comes with various powers and combat enhancements, as well as a new skill tree with vampire-related powers. Vampire Lord Powers and Perks(Image credit: Bethesda)The full list of perks you can get as a Vampire Lord is listed below. You won't have all of these to start with, you need to unlock them like any other skills in the skill tree.Power of the Grave: 50 points bonus to health, magicka and stamina as a Vamp LordVampiric Grip: Pull a creature to you from a distance, and do choking damage once it's closeSummon Gargoyle: Conjure a gargoyle to fight for youCorpse Curse: Target is paralyzedNearly Will: Night Powers and Blood Magic cost 33% lessBlood Healing: Killing a person with a power attack bite restores all your healthPoison Talons: Melee attacks do 20 points of poison damageNight Cloak: In combat you are surrounded by a cloud of bats that feed on enemies within melee rangeDetect All Creatures: Detects all creaturesMist Form: Transform into an invulnerable mist, while health, magicka, and stamina regenerateSupernatural Reflexes: Everything slows down while you move fasterVampire Lord or Werewolf Lycanthropy?(Image credit: Bethesda)Because these two conditions are non-compatible, players may wonder which is better: being a vampire lord or a werewolf. The answer is that it depends on your existing build and play style: werewolves support melee, tanks and weapon builds, while vampire lords do better as mages and spellcasters. That being said, the popular choice among many players is the werewolf, but a skilled player can make the most of either form.Vampire Cure(Image credit: Bethesda)If you're sick and tired of being a vampire, there is a cure: the quest "Rising at Dawn". Head to Morthal to talk to Falion, an NPC who will cure your vampirism for a filled Black Soul Gem. These gems are pretty rare, though he will sell you an empty one for at least 500 Gold. Alternatively, you can always try pickpocketing him to get one. Then give it back to him, and he'll drain the dracula from your system. If you're uncertain where to look, talking to any bartender while suffering from Vampirism will have them bring it up and put it as a trackable quest into your log. Weekly digests, tales from the communities you love, and more Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. If you take the vampire option (available through dialog), you just joined the Vampire side. If you refuse the vampire option, you remain with the Dawnguard side. Both sides end up at the same goal in the end, so the decision won't affect end game. Eventually, Lord Harkon will present you with the opportunity to become a vampire. If you accept the offer, Harkon will bite you, which causes you to pass out. If you refuse the offer to become a vampire, you will be banished from Castle Volkhair and won't be able to enter back inside. If I refuse Harkon's offer can I still become a Vampire Lord later on? Thanks, Yes, Serana will offer to turn you into a vampire numerous times throughout the DLC. She's a pureblood vampire just like Harkon so you'll get the lord spell. Serana is a pure-blood Vampire and follower who accompanies you throughout the Dawnguard questline. Her father is the vampire Lord Harkon. No matter which side you choose she still helps you. With that in mind, players who wish for the Dragonborn to have permanent access to Castle Volkhair should choose to side with the Vampires; those who want to align themselves with a more trustworthy faction while also gaining access to better weapons should side with the Dawnguard. You will be hunted by the Dawnguards, or if you choose to remove the vampirism by praying at the altar of any gods of Skyrim. There is a mod called Wintersun — Religion of Skyrim, with over 40 different deities and Daeiric immortals to pray to. Answer : No, Serena does not side with Dawnguards completely. She sides with the Dragonborn and whoever the Dragonborn sides with - whether it is Harkon or Dawnguard. Although it is not possible to marry vampires, including Serana, in vanilla Skyrim, it is still possible to do so with the help of mods. To make marriage with Serana possible, fans should use the Marriable Serana mod made by C0d3rn0k33 and available on Nexus Mods. If you refuse the vampire option, you remain with the Dawnguard side. Both sides end up at the same goal in the end, so the decision won't affect end game. While it is possible to turn your spouse into a vampire in the Dawnguard expansion, once you yourself have become a vampire, it isn't possible to marry someone who is already a vampire, like Serana. Fortunately, this is where fan mods come in to pick up the slack and give players what they want. Harkon's side is geared up for Vampire Lords, if you aren't a Vampire the benefits are nonexistent. If you don't want to be a vampire then Dawnguard is probably a better side for you, even if you are a bad guy. Leaving the castle requires the Dragonborn to use another plate, or fast travel out. If the Dragonborn used this glitch to enter the castle prior to the quest, the castle door will not open even if they glitch through the gate, rendering it impossible to complete the quest. As thanks for returning his daughter to him, Harkon offers you his blood. If you accept, you turn into a vampire. If you decline, you will be exiled and condemned to joining their enemies: The Dawnguard (which isn't a bad thing). In short, vampirism greatly improves abilities pertaining to Necromancy and sneaking, which can be a great boon for Skyrim character builds reliant on dark magic or sneak attack bonuses. You should become partially soul trapped, as it makes little difference, and you can always re-enter the Soul Cairn and regain it from a chest; Valacia will even tell you where it is. Become a vampire and you can go in as one fine, but you'll miss out on other side-quests. However, if you waited too long and levelled up your Vampire perks, you will notice that Dawnguard members will start to attack you (especially in towns). At this point, it is too late. You will not be able to join Dawnguards even if you cured yourself and they will still attack you (but less now). Alternatively, praying at a shrine cures it. Otherwise, the only method for removing the disease is to speak to Falion, the thaumaturge of Morthal. He requires a filled Black Soul Gem to cure vampirism. Female vampire eyes, Dawnguard. Other than choosing to become one, being attacked by vampires is another way to turn into one. If you already had Sanguinare Vampiris (check the Active Effects section of the Magic menu), you'll become a vampire three days after you contracted the disease, unless cured (such as with a Potion of Cure Disease). You must have contracted vampirism while battling a vampire. If you don't visit a shrine or drink a Cure Disease potion within a few days after contracting it you will become a full-fledged vampire. Head to Morthal and speak to Falion to cure yourself. Considering she's already become your friend and you've also romanced her, you can ask Serana to sleep in any bed that is player-owned/unused, considering there's a double bed nearby. There are a total of sixty six NPCs in the game that are eligible for marriage. You can only have one spouse. So, once you decide to marry, it's forever even if that NPC dies. However, there are several pieces of evidence that suggest she may have romantic feelings for the player character. For example, she often expresses her gratitude for being freed from her father's control, and she seems to enjoy spending time with the Dragonborn. They're both equally terrible for stealth builds, as both will attack the enemy whenever they feel like it. Lydia can get killed doing this: Serana can't (the game deems her essential), but I would advise you to pick up the tome of Necromantic Healing in Dimhallow Crypt so that you can heal her in the future. If you have Amorous Adventures installed AND have completed the quest line Chasing Echoes. If you have Serana Dialogue Edit installed, Serana will snuggle up to you if your relationship value is 50 or over (she admires you). If it is lower than 50 she will not snuggle up to you. Killing her is the intelligent thing to do. She is a vampire, you are a vampire player. The player gains nothing by keeping her alive. Killing her, the player gains an elder scroll. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. 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